

一

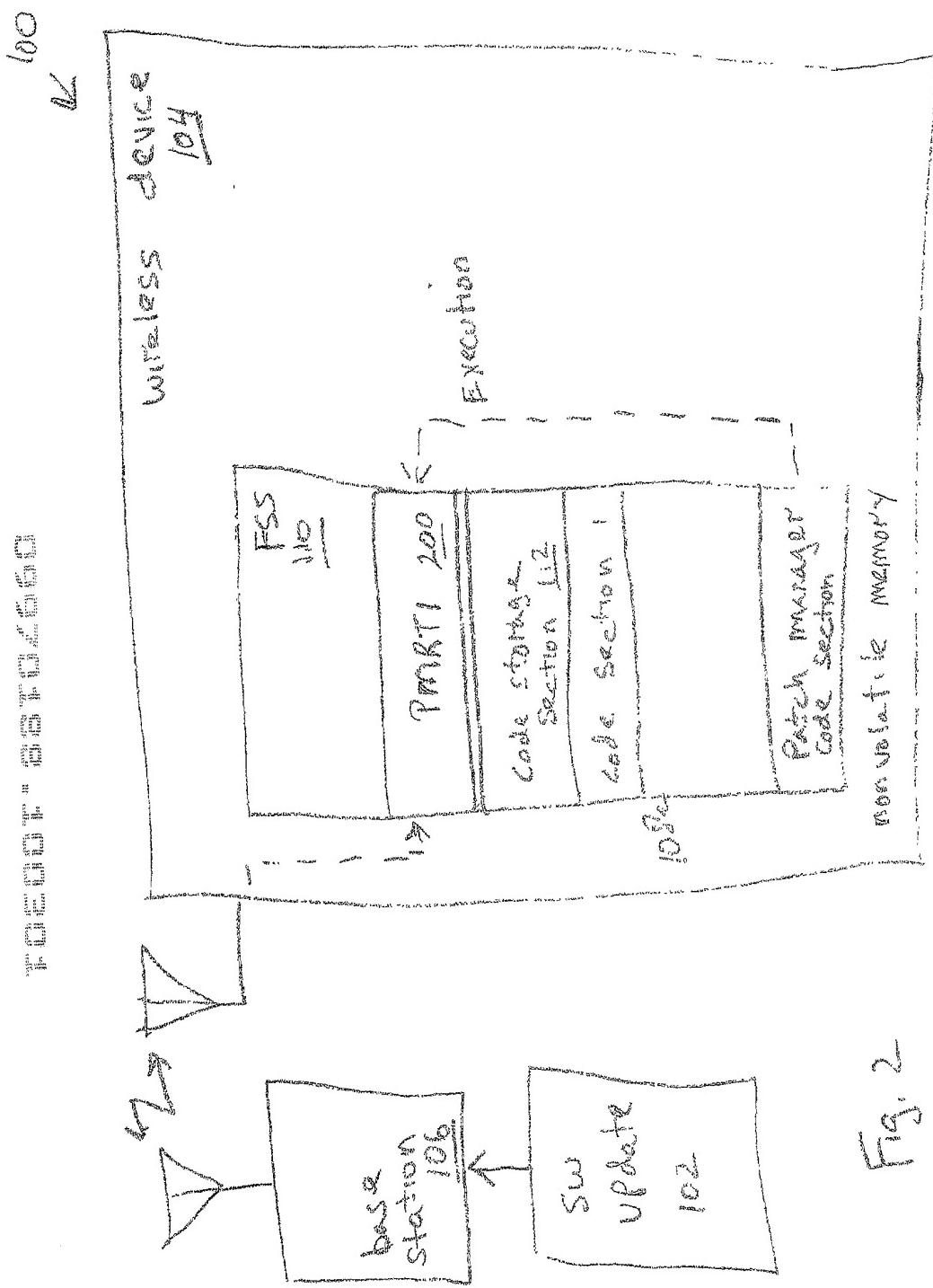


Fig. 2

Symbol table
Symbol table
Symbol table
Symbol table

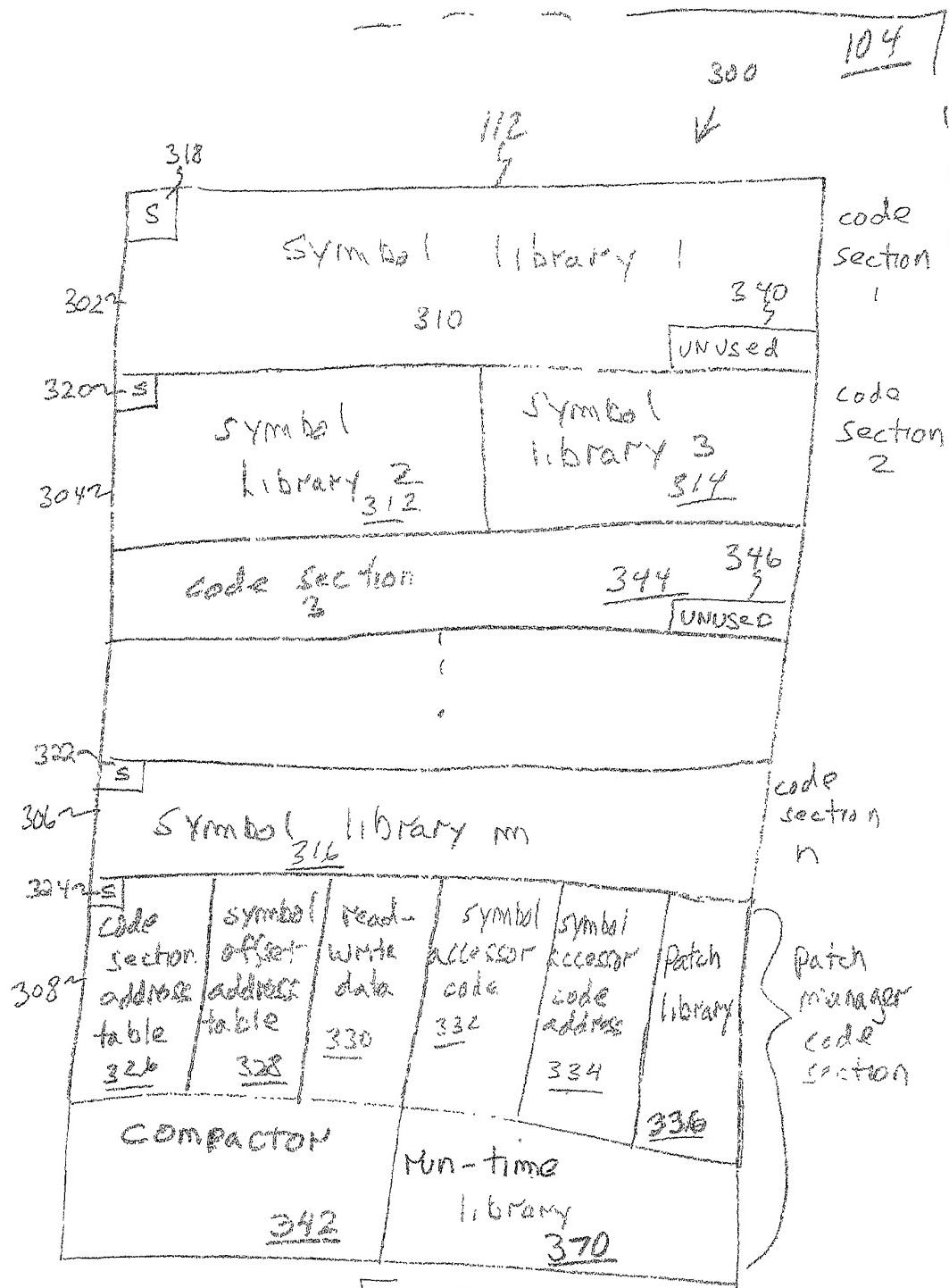


Fig. 2

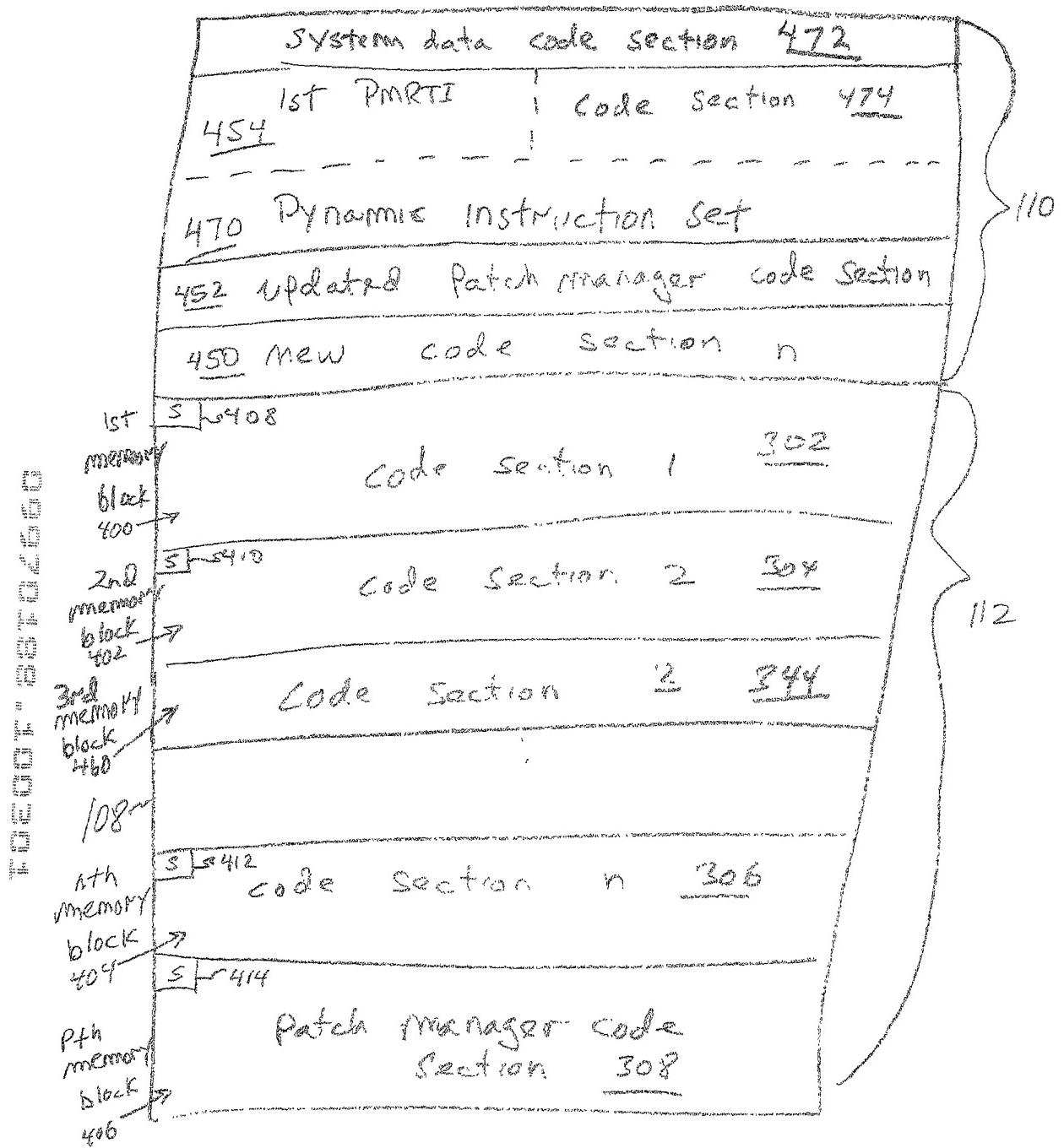


Fig. 4

32bit

Code section address table	
Identifiers	Addresses
CS-1	start address 1 (00100)
CS-2	start address 2 (00200)
CS-n	start address n (00700)
PM	start address p (01000)

Fig. 5

Fig. 6
Symbolic library

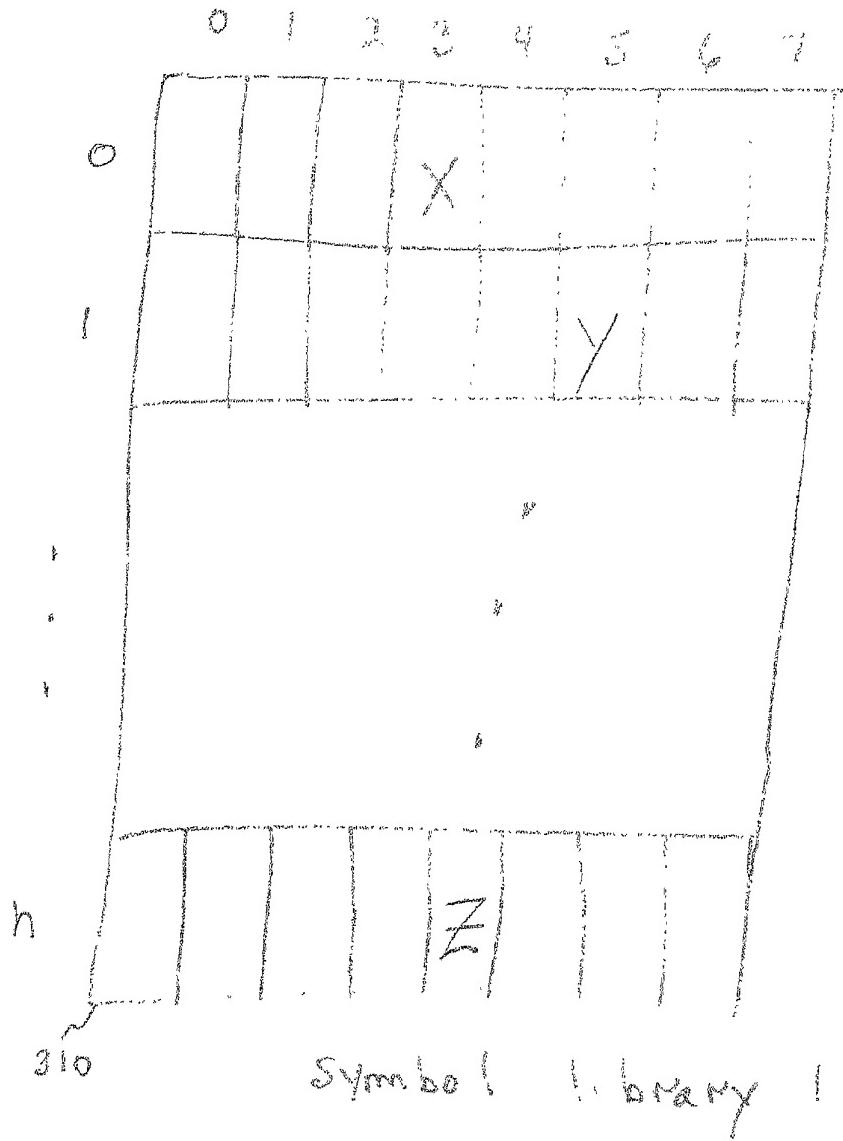


Fig. 6

Symbol offset address table

328

Symbol ID	code section ID	offset
X_1	CS_1	03
Y_1	CS_1	15
P_1	CS_2	11
Q_1	CS_2	23
AA_3	CS_2	47

Fig. 7

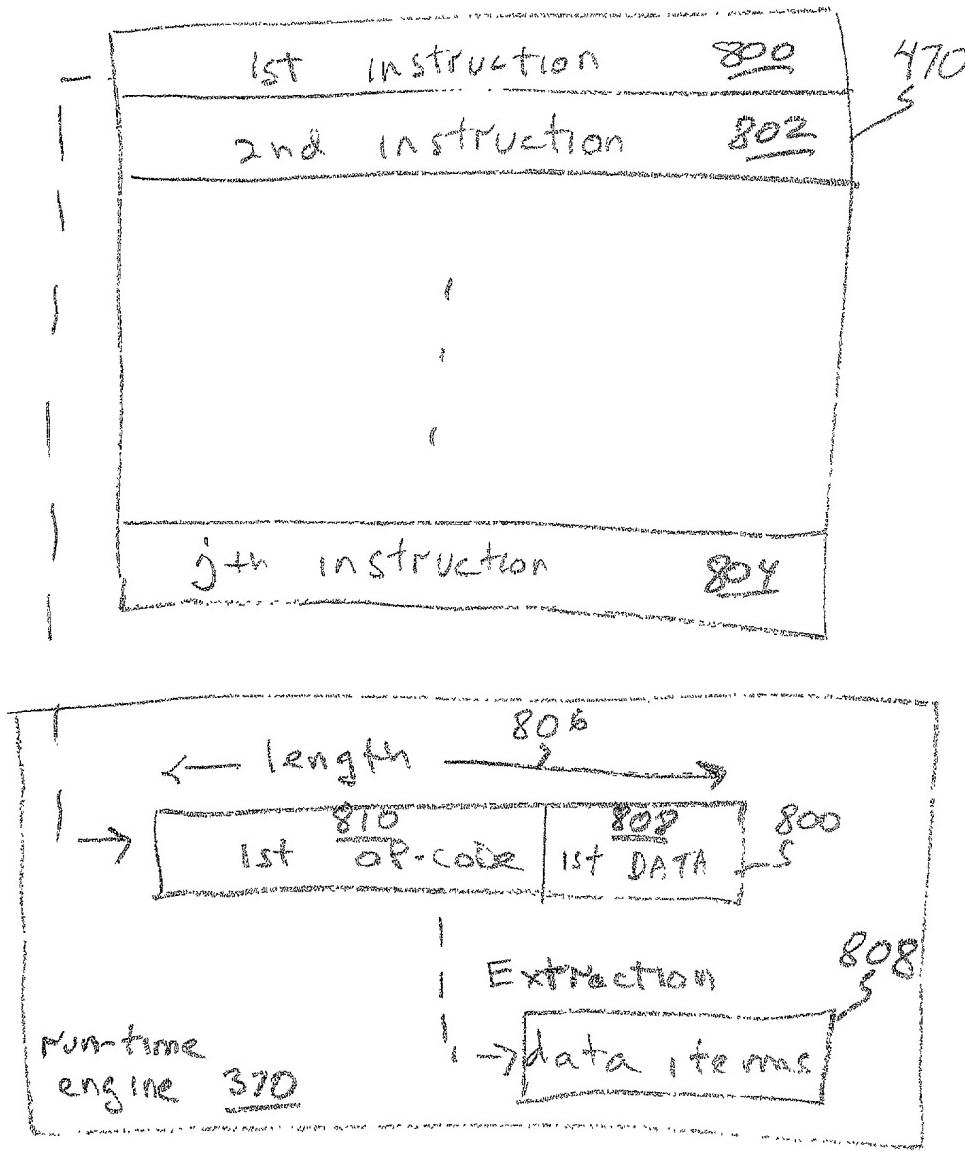
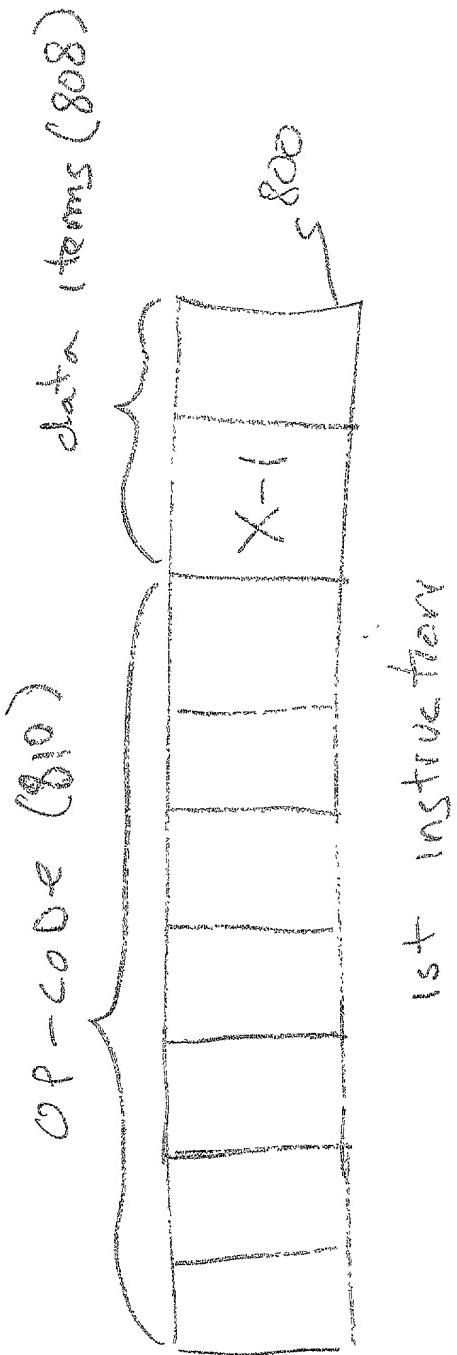


Fig. 8a

Fig. 8b



902 904n 904m 906 FSS 906

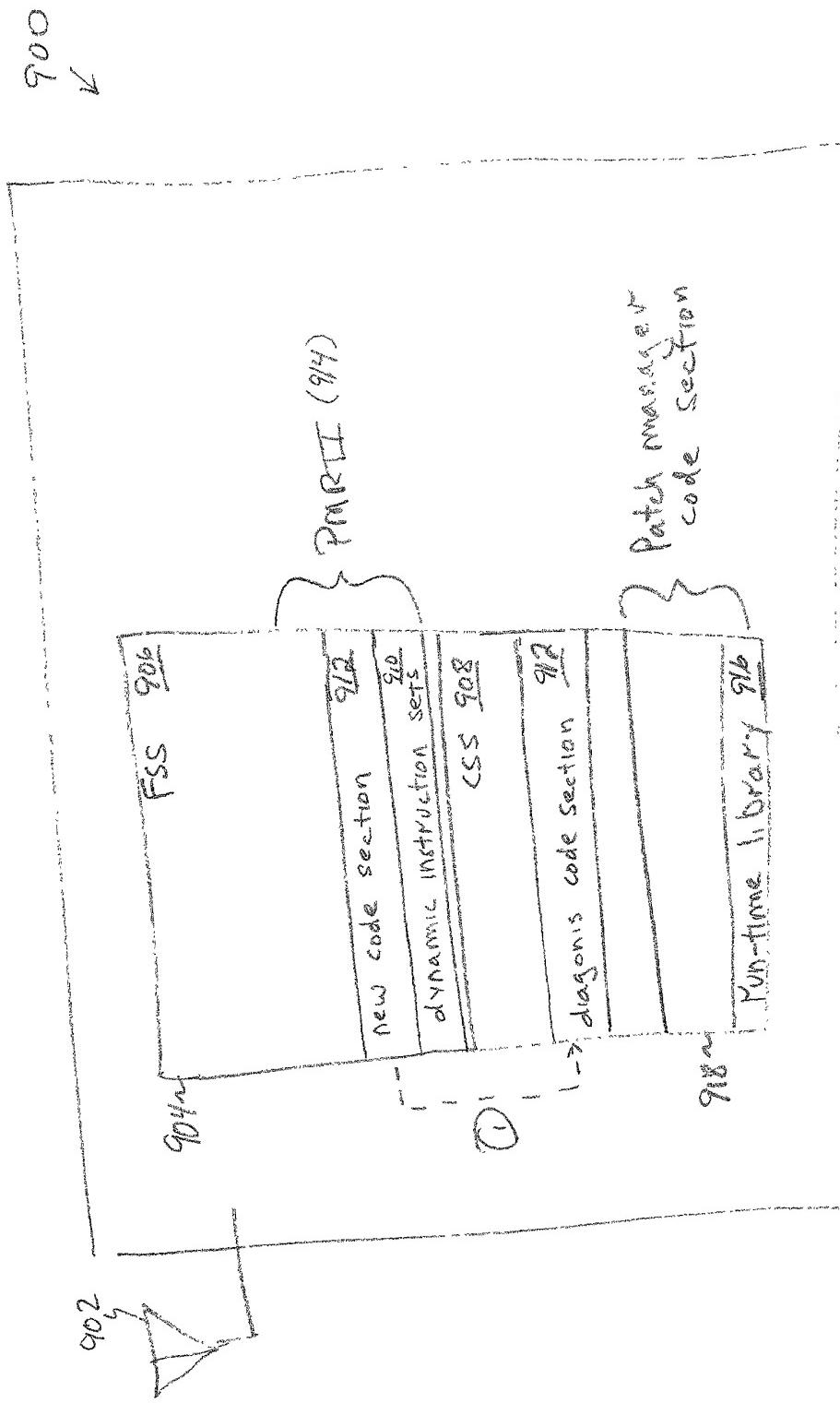


Fig. 9

900
902
904
906
908
910
912

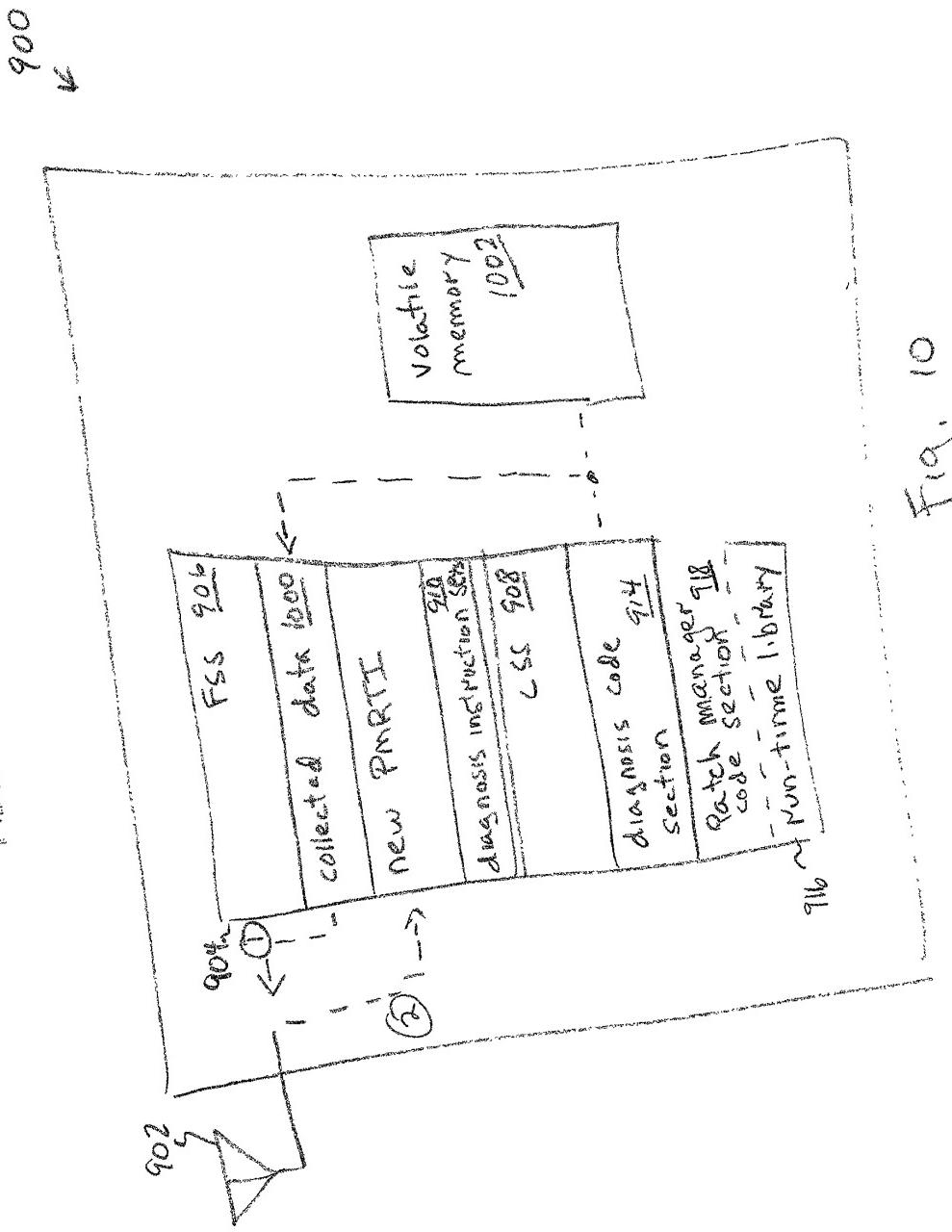


Fig. 10

Fig. 11

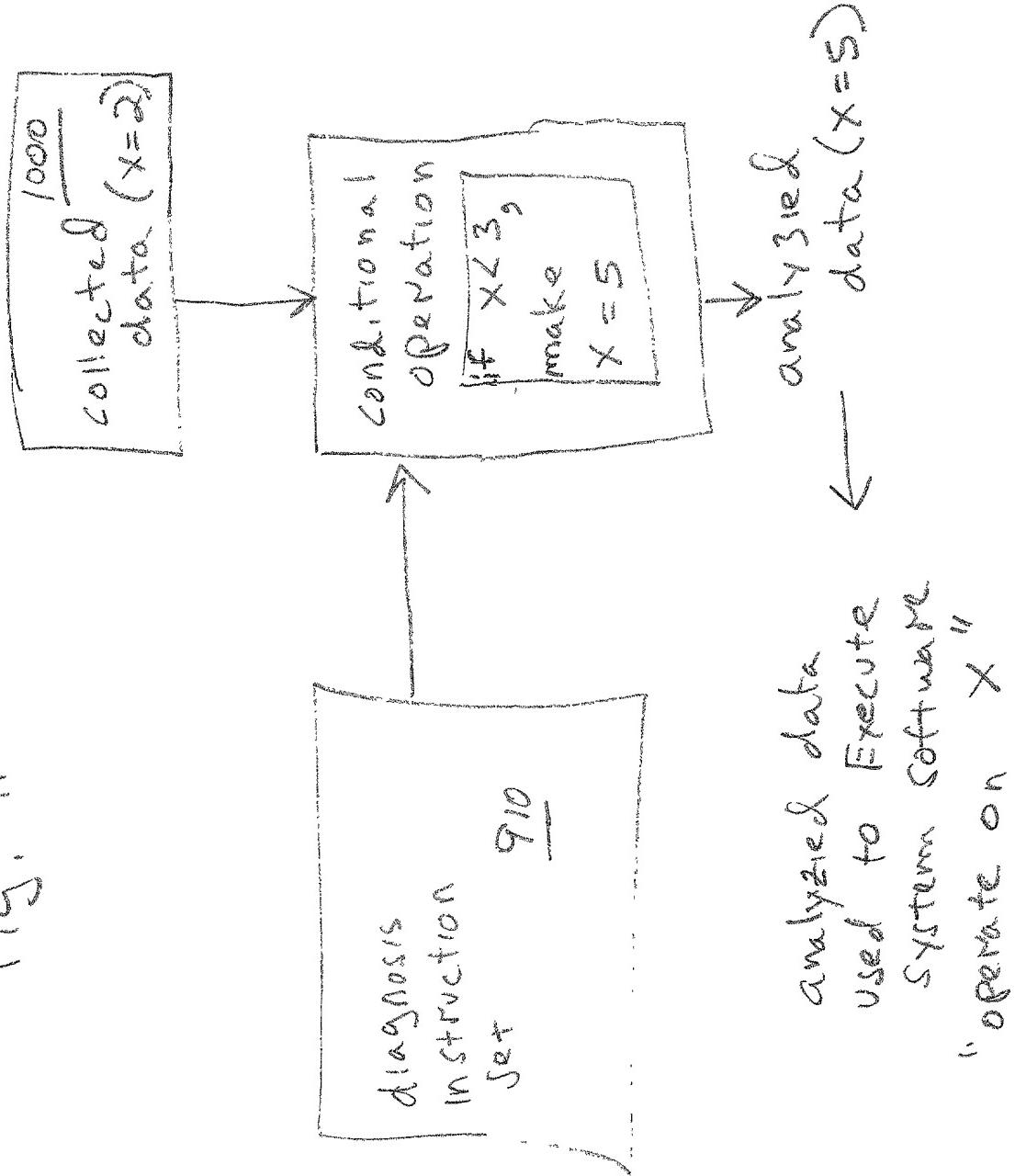
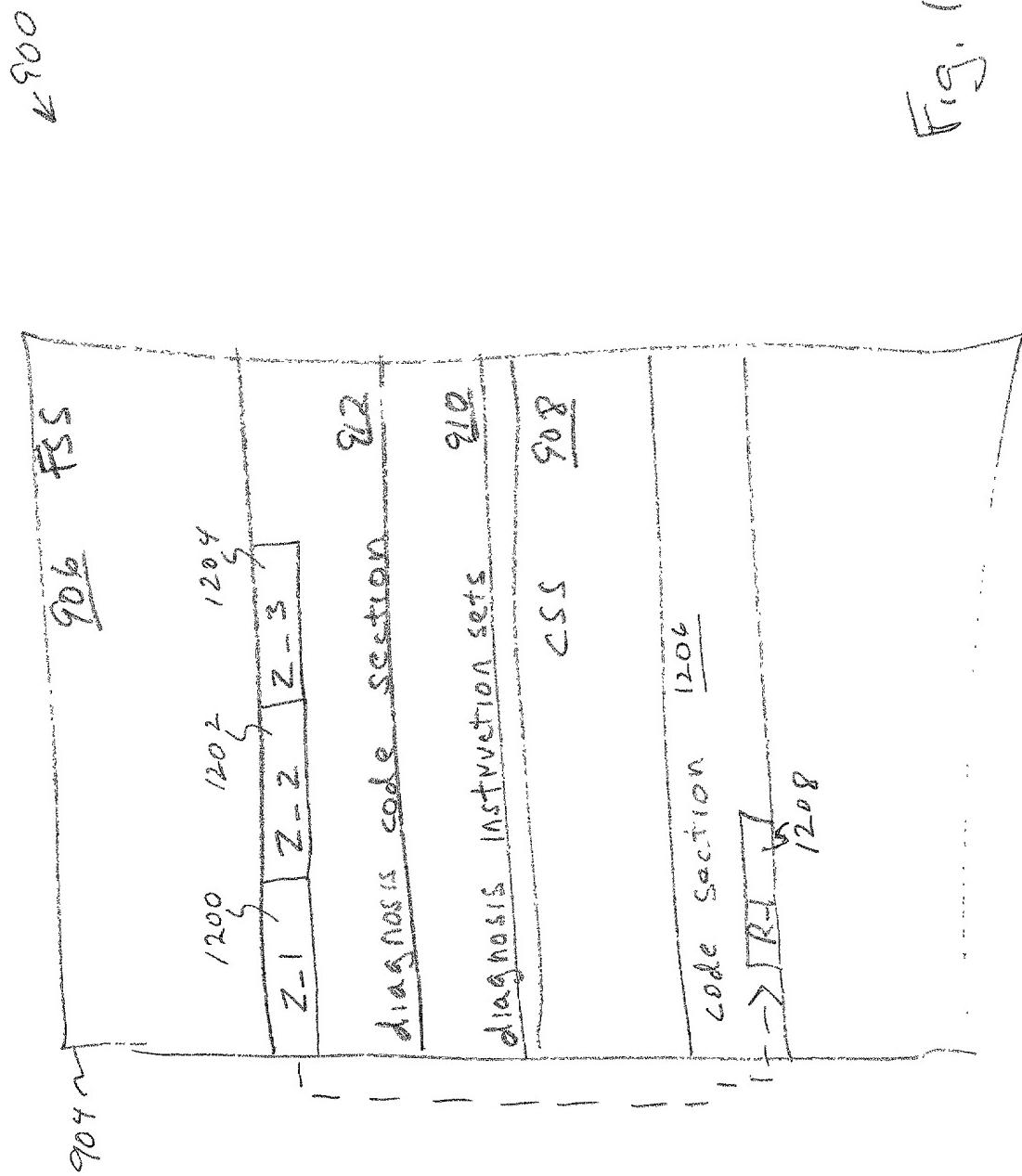


Fig. 12



904n

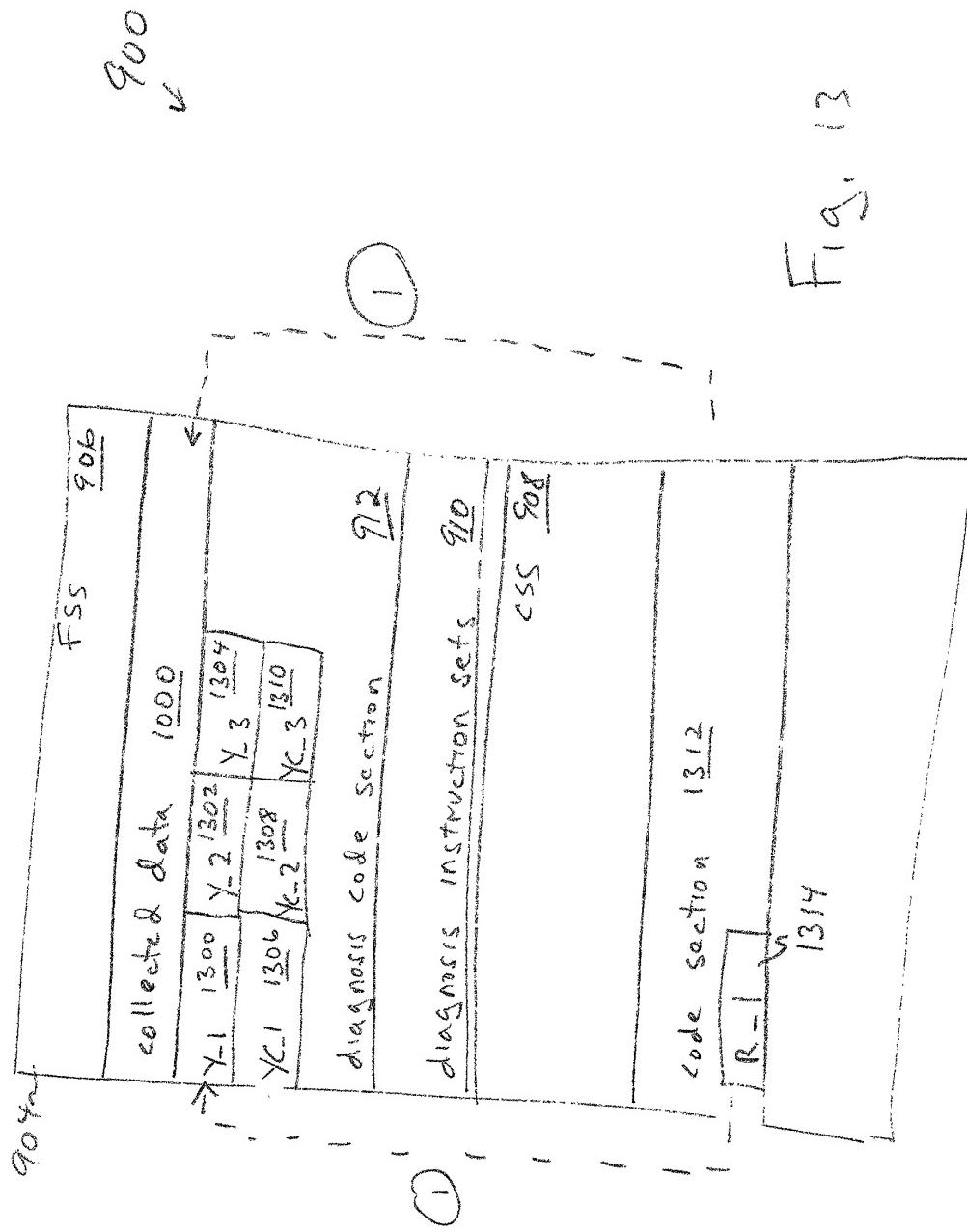


Fig. 13

Fig. 1

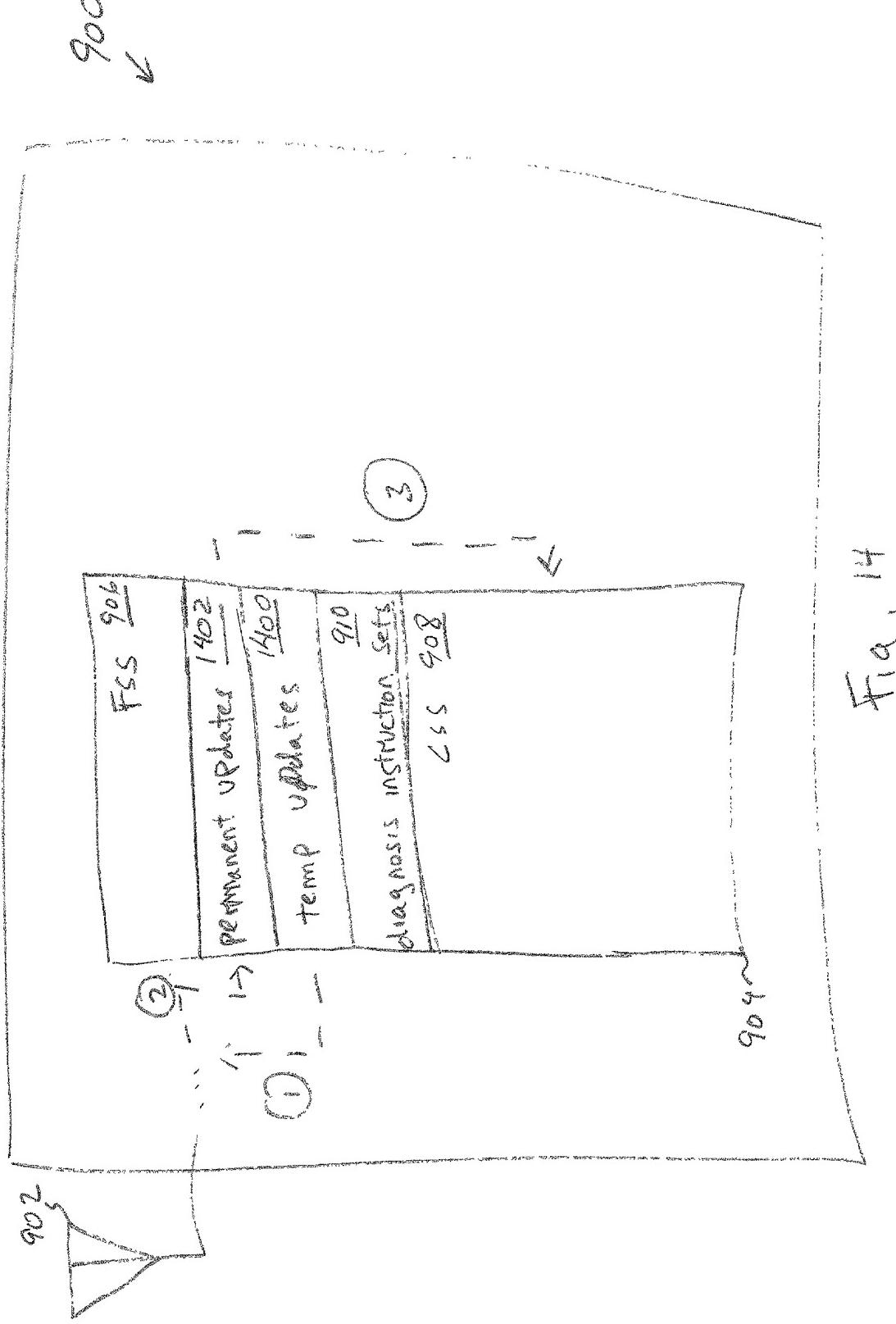
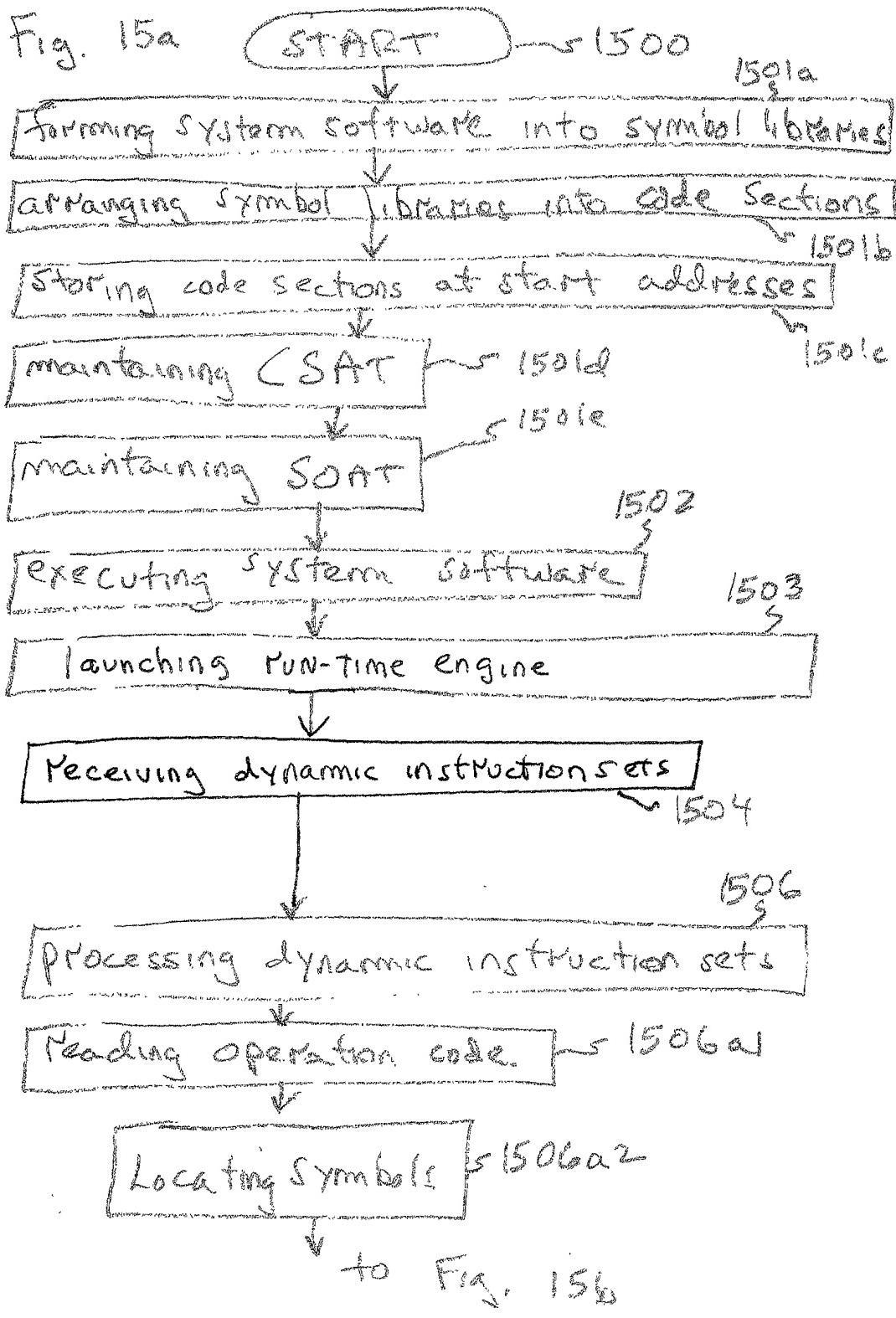


Fig. 15a



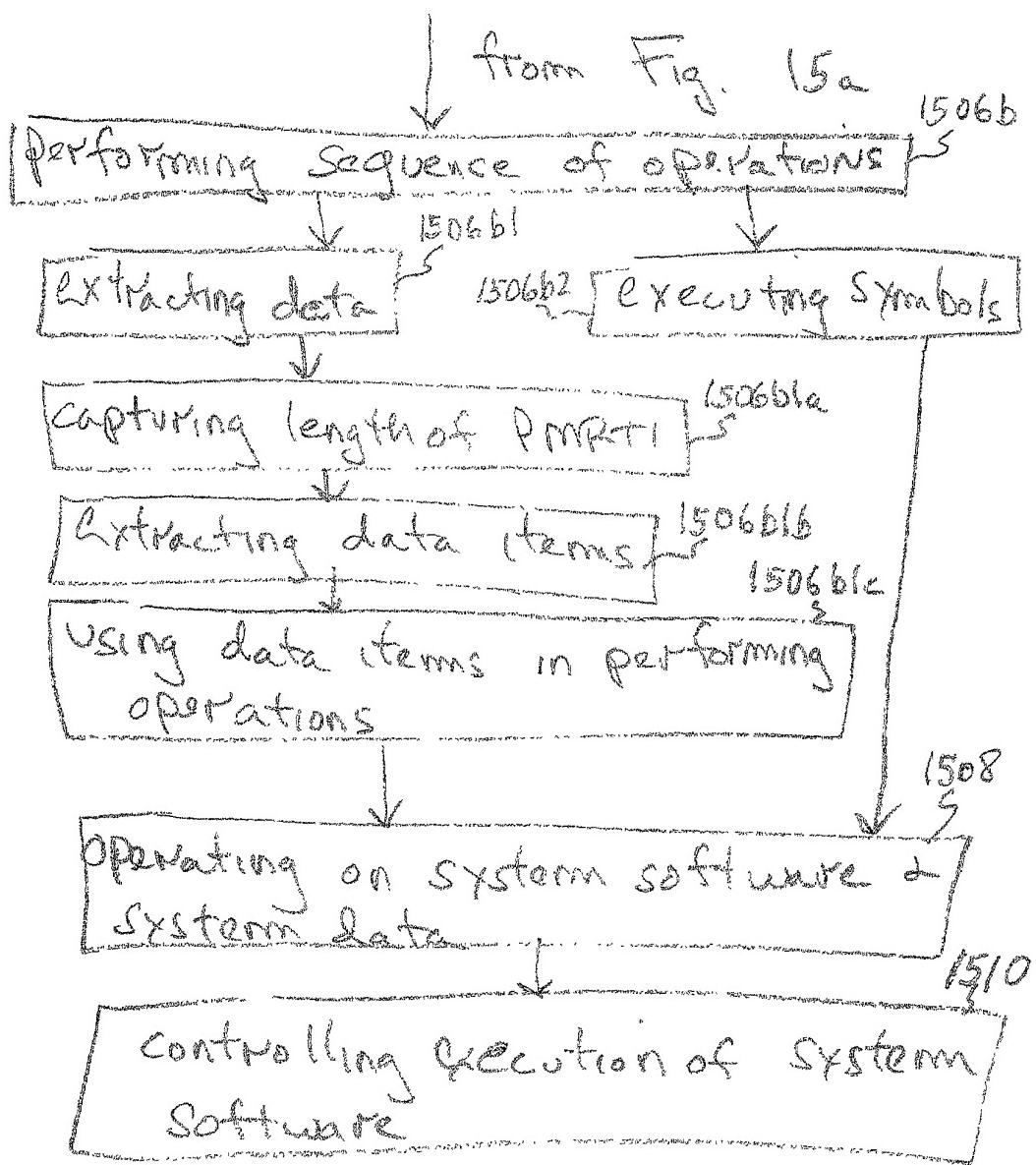


Fig. 15b

Fig. 16

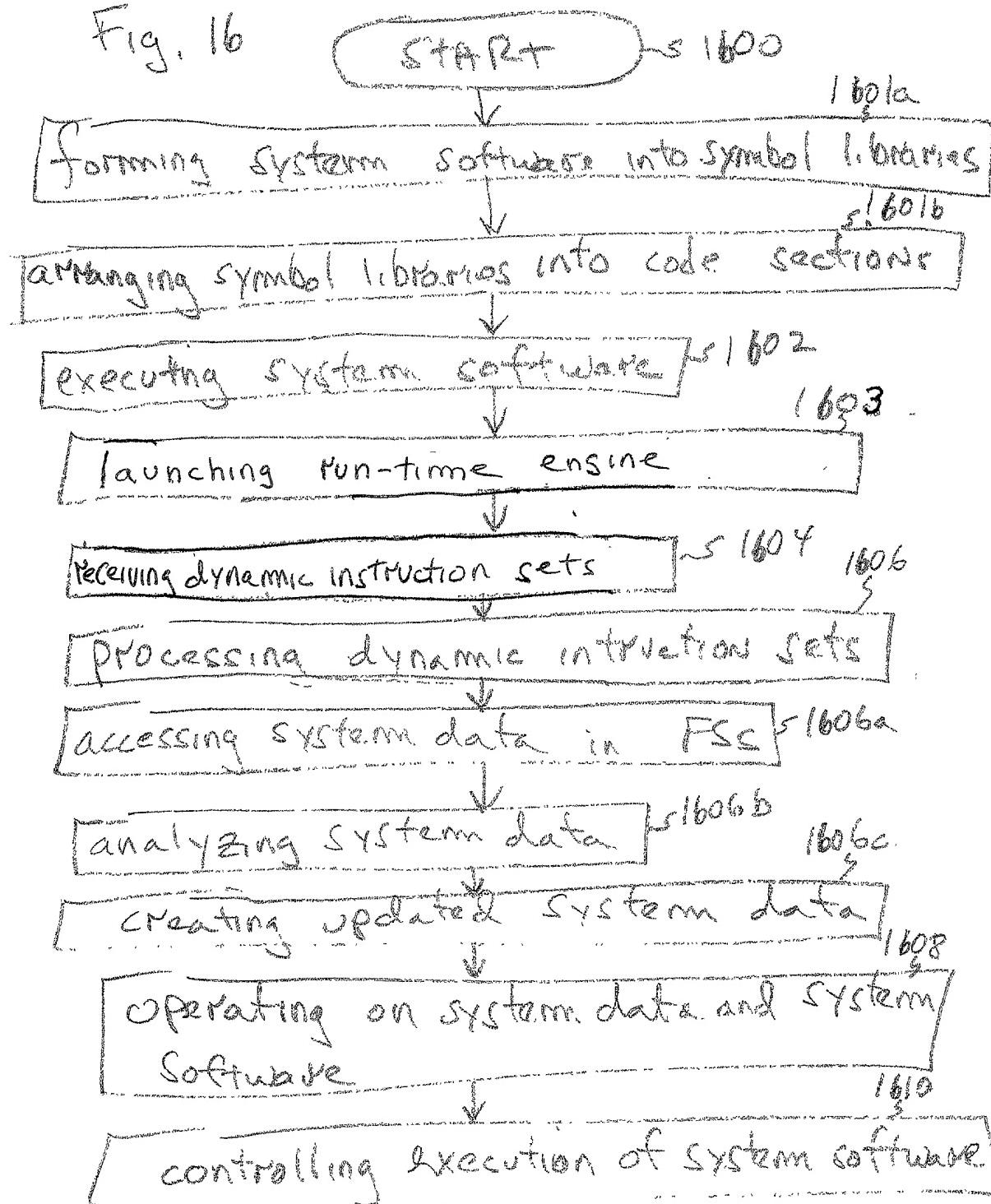


Fig. 17

START

1700

1701a

forming system software into symbol libraries

1701b

arranging symbol libraries into code sections

1701c

storing code sections in nonvolatile memory

executing system software

1702

launching run-time engine

1703

receiving dynamic instruction sets

1704

1705

processing dynamic instruction sets

accessing system data in CSS

1706a

1706

analysing system data

1706b

1706c

creating updated system data

1708

operating on system data and system software

1709

controlling execution of system software

1710

Fig. 18

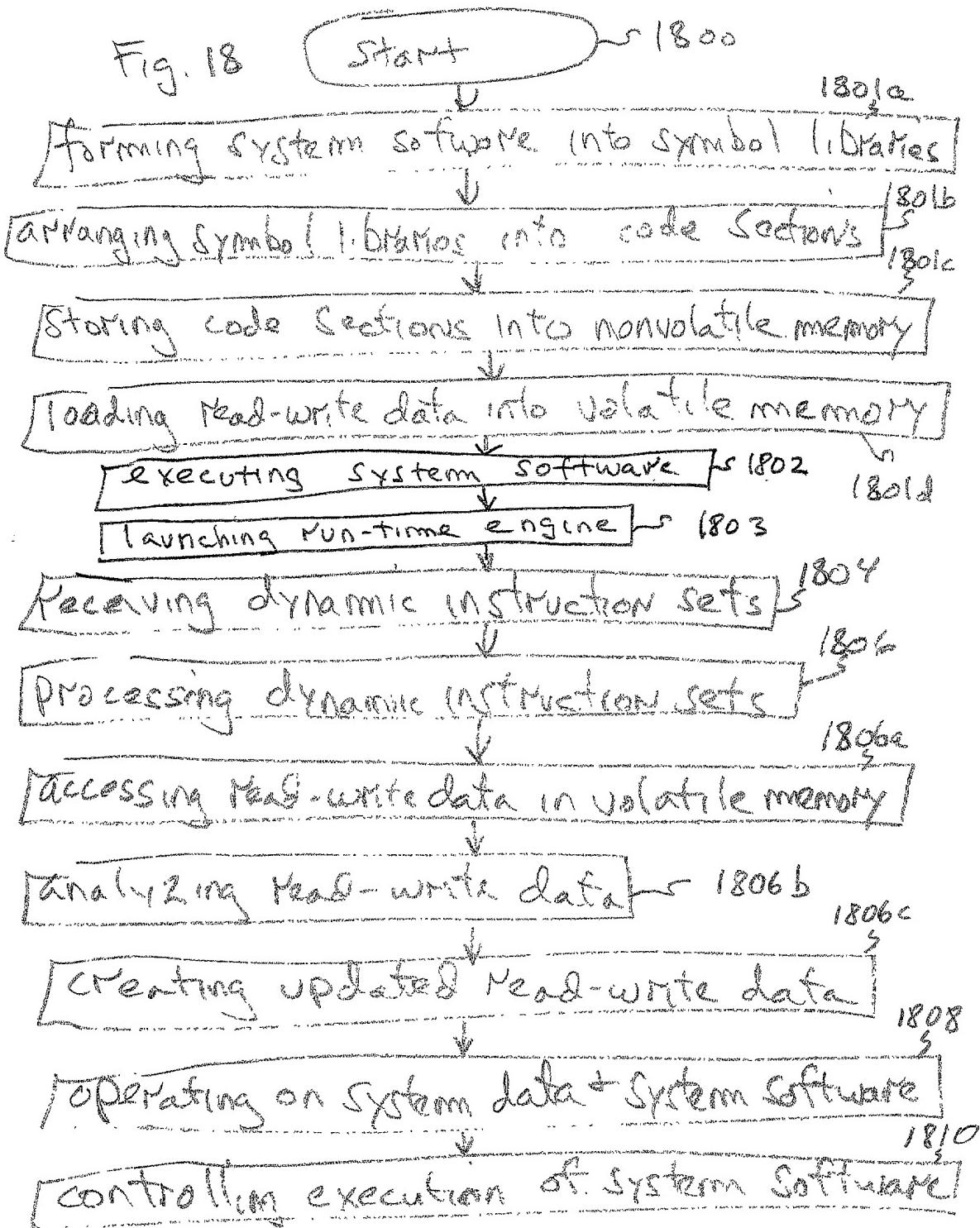


Fig. 19

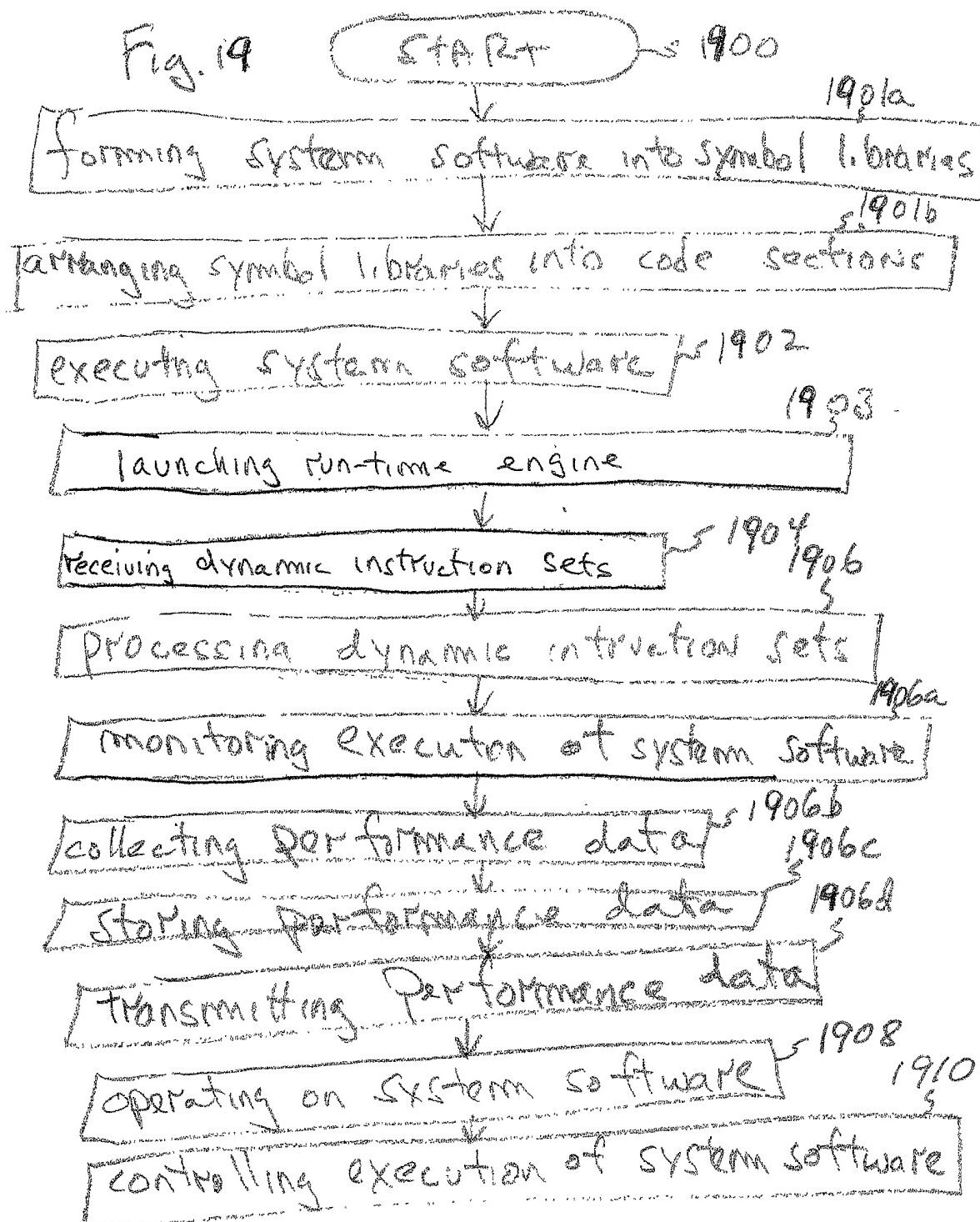


Fig. 20

START

~ 2000

2001a

2001b

2001c

2002

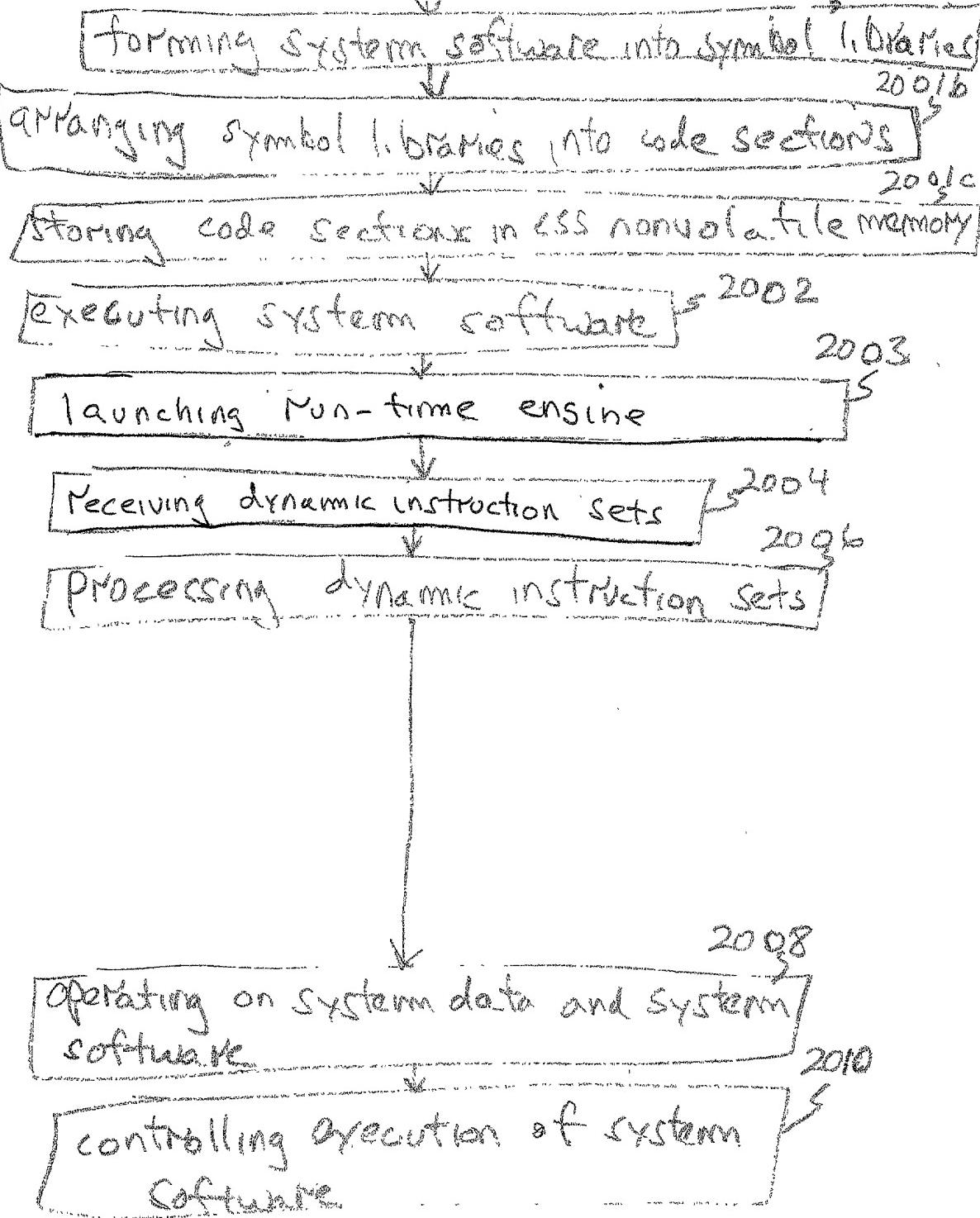
2003

2004

2005

2008

2010



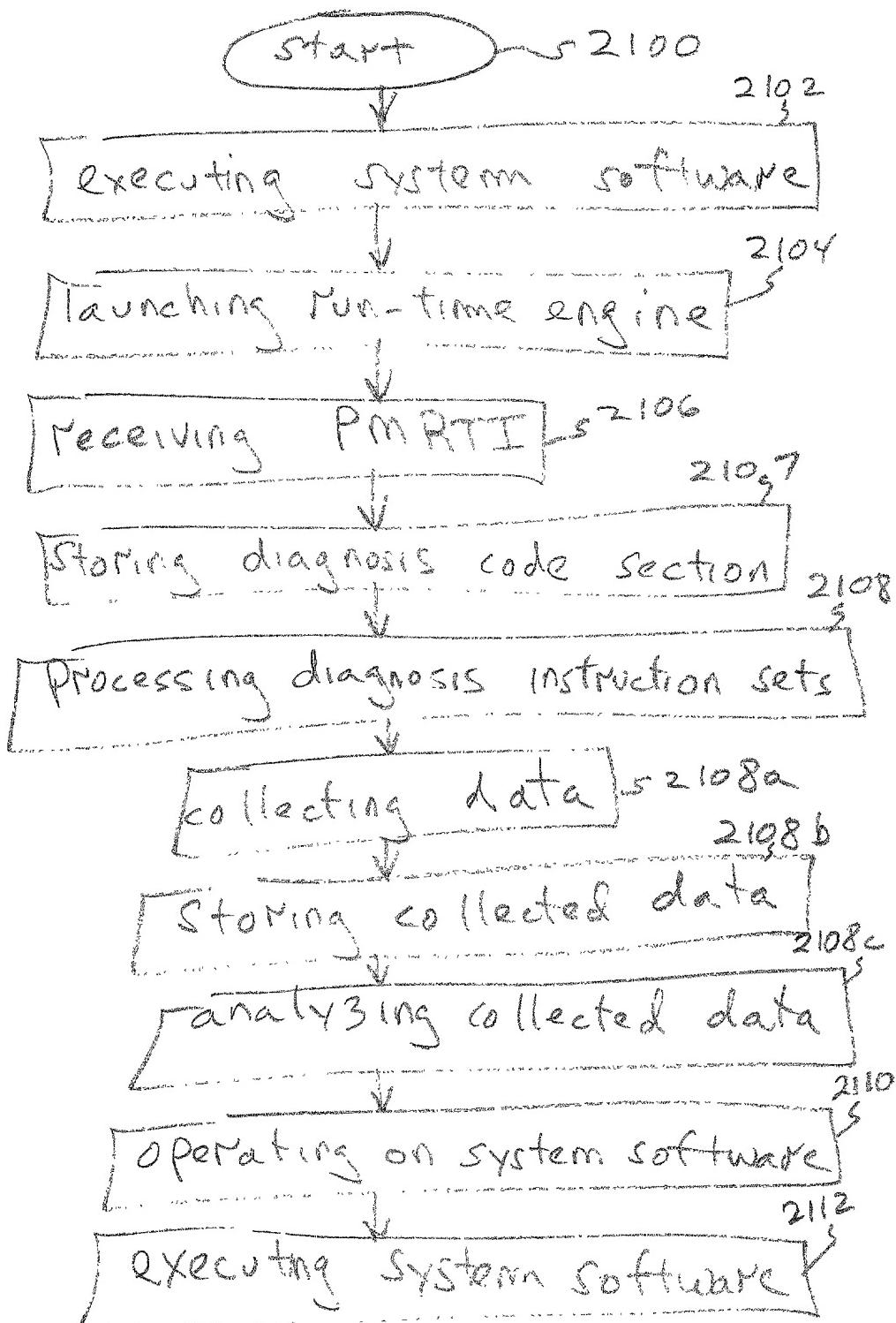
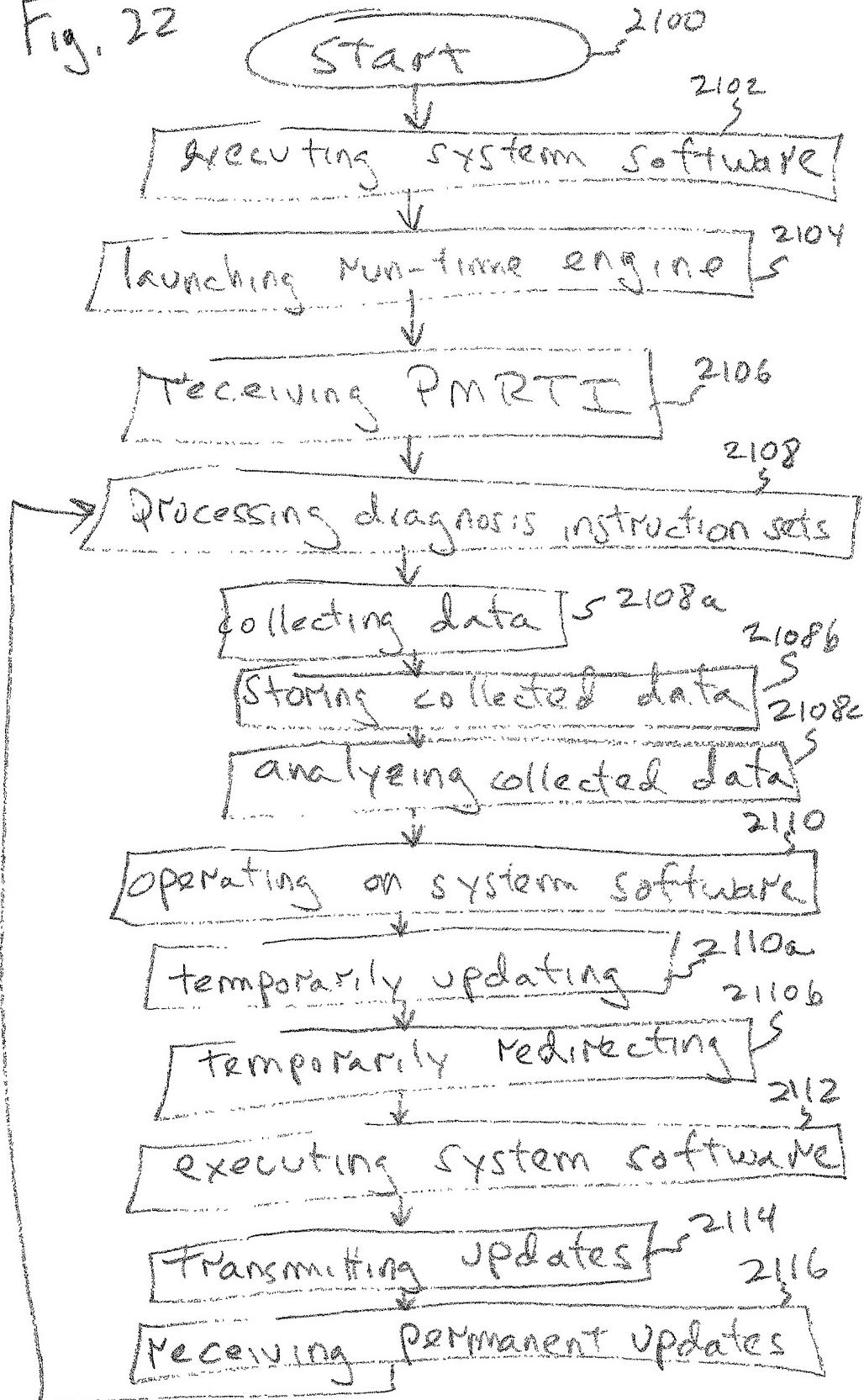


Fig. 2.1

Fig. 22



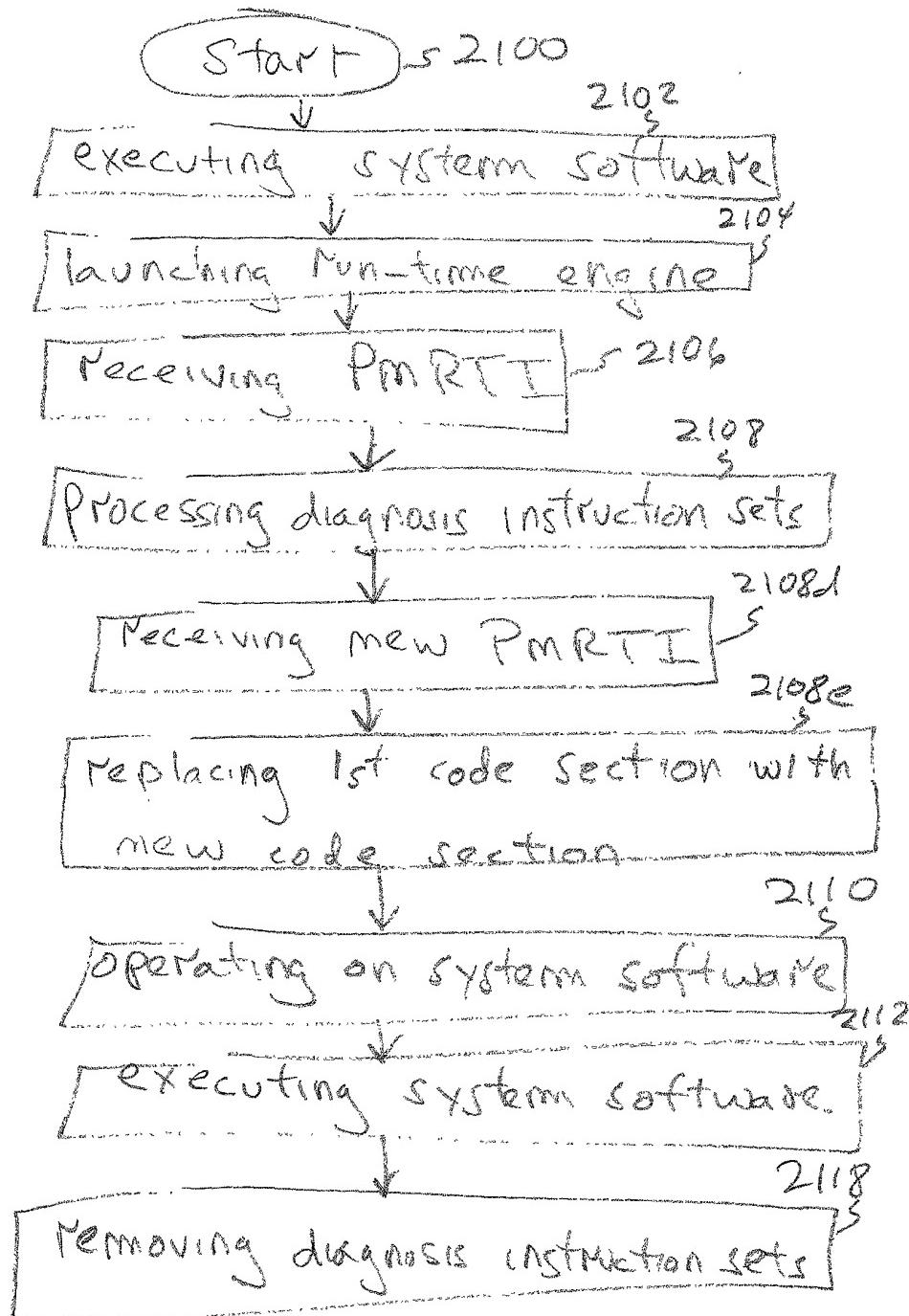


Fig. 23